

Chun Yan Miao

List of Publications by Year in descending order

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314
papers

8,431
citations

76326

40
h-index

71685

76
g-index

325
all docs

325
docs citations

325
times ranked

7142
citing authors

#	ARTICLE	IF	CITATIONS
1	Federated Learning in Mobile Edge Networks: A Comprehensive Survey. IEEE Communications Surveys and Tutorials, 2020, 22, 2031-2063.	39.4	1,098
2	A survey and projection on medium access control protocols for wireless sensor networks. ACM Computing Surveys, 2012, 45, 1-37.	23.0	290
3	Neighborhood Regularized Logistic Matrix Factorization for Drug-Target Interaction Prediction. PLoS Computational Biology, 2016, 12, e1004760.	3.2	289
4	A Survey of Zero-Shot Learning. ACM Transactions on Intelligent Systems and Technology, 2019, 10, 1-37.	4.5	245
5	EEG-Based Emotion Recognition Using Regularized Graph Neural Networks. IEEE Transactions on Affective Computing, 2022, 13, 1290-1301.	8.3	240
6	Exploiting Geographical Neighborhood Characteristics for Location Recommendation. , 2014, , .		234
7	3D CNN Based Automatic Diagnosis of Attention Deficit Hyperactivity Disorder Using Functional and Structural MRI. IEEE Access, 2017, 5, 23626-23636.	4.2	227
8	A Survey of Trust and Reputation Management Systems in Wireless Communications. Proceedings of the IEEE, 2010, 98, 1755-1772.	21.3	215
9	A Survey of Multi-Agent Trust Management Systems. IEEE Access, 2013, 1, 35-50.	4.2	166
10	Personalized point-of-interest recommendation by mining users' preference transition. , 2013, , .		159
11	Optimal Electric Vehicle Fast Charging Station Placement Based on Game Theoretical Framework. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 2493-2504.	8.0	156
12	Dynamical cognitive network - an extension of fuzzy cognitive map. IEEE Transactions on Fuzzy Systems, 2001, 9, 760-770.	9.8	145
13	Towards Federated Learning in UAV-Enabled Internet of Vehicles: A Multi-Dimensional Contract-Matching Approach. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 5140-5154.	8.0	127
14	Decentralized Edge Intelligence: A Dynamic Resource Allocation Framework for Hierarchical Federated Learning. IEEE Transactions on Parallel and Distributed Systems, 2022, 33, 536-550.	5.6	124
15	Online multimodal deep similarity learning with application to image retrieval. , 2013, , .		123
16	Hierarchical Incentive Mechanism Design for Federated Machine Learning in Mobile Networks. IEEE Internet of Things Journal, 2020, 7, 9575-9588.	8.7	121
17	Mitigating Herding in Hierarchical Crowdsourcing Networks. Scientific Reports, 2016, 6, 4.	3.3	110
18	Comparing the learning effectiveness of BP, ELM, I-ELM, and SVM for corporate credit ratings. Neurocomputing, 2014, 128, 285-295.	5.9	104

#	ARTICLE	IF	CITATIONS
19	Federated Learning in the Sky: Aerial-Ground Air Quality Sensing Framework With UAV Swarms. IEEE Internet of Things Journal, 2021, 8, 9827-9837.	8.7	93
20	Towards a trust aware cognitive radio architecture. Mobile Computing and Communications Review, 2009, 13, 86-95.	1.7	87
21	Building Ethics into Artificial Intelligence. , 2018, , .		86
22	Deep Model for Dropout Prediction in MOOCs. , 2017, , .		78
23	An Extension to Fuzzy Cognitive Maps for Classification and Prediction. IEEE Transactions on Fuzzy Systems, 2011, 19, 116-135.	9.8	75
24	Using Blockchain Technology to Build Trust in Sharing LoRaWAN IoT. , 2017, , .		72
25	Dynamic Edge Association and Resource Allocation in Self-Organizing Hierarchical Federated Learning Networks. IEEE Journal on Selected Areas in Communications, 2021, 39, 3640-3653.	14.0	70
26	A Survey of Resource Management in Multi-Tier Web Applications. IEEE Communications Surveys and Tutorials, 2014, 16, 1574-1590.	39.4	64
27	Online Multi-Modal Distance Metric Learning with Application to Image Retrieval. IEEE Transactions on Knowledge and Data Engineering, 2016, 28, 454-467.	5.7	64
28	REDPC: A residual error-based density peak clustering algorithm. Neurocomputing, 2019, 348, 82-96.	5.9	63
29	UAV-Assisted Wireless Energy and Data Transfer With Deep Reinforcement Learning. IEEE Transactions on Cognitive Communications and Networking, 2021, 7, 85-99.	7.9	63
30	Joint Auction-Coalition Formation Framework for Communication-Efficient Federated Learning in UAV-Enabled Internet of Vehicles. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 2326-2344.	8.0	63
31	Towards Best Region Search for Data Exploration. , 2016, , .		60
32	A cognitive approach for agent-based personalized recommendation. Knowledge-Based Systems, 2007, 20, 397-405.	7.1	59
33	Towards AI-powered personalization in MOOC learning. Npj Science of Learning, 2017, 2, 15.	2.8	59
34	Balancing quality and budget considerations in mobile crowdsourcing. Decision Support Systems, 2016, 90, 56-64.	5.9	58
35	Generative Topic Embedding: a Continuous Representation of Documents. , 2016, , .		58
36	The Aging of a Young Nation: Population Aging in Singapore. Gerontologist, The, 2019, 59, 401-410.	3.9	54

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37	Optimizing Task Assignment for Reliable Blockchain-Empowered Federated Edge Learning. IEEE Transactions on Vehicular Technology, 2021, 70, 1910-1923.	6.3	53
38	Towards online and personalized daily activity recognition, habit modeling, and anomaly detection for the solitary elderly through unobtrusive sensing. Multimedia Tools and Applications, 2017, 76, 10779-10799.	3.9	52
39	A comprehensive exploration to the machine learning techniques for diabetes identification. , 2018, , .		52
40	A new robust training algorithm for a class of single-hidden layer feedforward neural networks. Neurocomputing, 2011, 74, 2491-2501.	5.9	50
41	Crowd science and engineering: concept and research framework. International Journal of Crowd Science, 2017, 1, 2-8.	1.8	50
42	Accurate Markov Boundary Discovery for Causal Feature Selection. IEEE Transactions on Cybernetics, 2020, 50, 4983-4996.	9.5	49
43	Transformation of Cognitive Maps. IEEE Transactions on Fuzzy Systems, 2010, 18, 114-124.	9.8	48
44	An Entropy-Based Approach to Protecting Rating Systems from Unfair Testimonies. IEICE Transactions on Information and Systems, 2006, E89-D, 2502-2511.	0.7	48
45	KEMNAD: A KNOWLEDGE ENGINEERING METHODOLOGY FOR NEGOTIATING AGENT DEVELOPMENT. Computational Intelligence, 2012, 28, 51-105.	3.2	47
46	Analyzing Sentiments in One Go: A Supervised Joint Topic Modeling Approach. IEEE Transactions on Knowledge and Data Engineering, 2017, 29, 1172-1185.	5.7	47
47	McDPC: multi-center density peak clustering. Neural Computing and Applications, 2020, 32, 13465-13478.	5.6	45
48	BDANN: BERT-Based Domain Adaptation Neural Network for Multi-Modal Fake News Detection. , 2020, , .		43
49	Implementation of Fuzzy Cognitive Maps Using Fuzzy Neural Network and Application in Prediction of Time Series. IEEE Transactions on Fuzzy Systems, 2009, , .	9.8	42
50	A TWO-€STAGE WIN-€WIN MULTIATTRIBUTE NEGOTIATION MODEL: OPTIMIZATION AND THEN CONCESSION. Computational Intelligence, 2013, 29, 577-626.	3.2	42
51	Dynamic Contract Design for Federated Learning in Smart Healthcare Applications. IEEE Internet of Things Journal, 2021, 8, 16853-16862.	8.7	41
52	Design of fuzzy cognitive maps using neural networks for predicting chaotic time series. Neural Networks, 2010, 23, 1264-1275.	5.9	40
53	Large Scale Document Categorization With Fuzzy Clustering. IEEE Transactions on Fuzzy Systems, 2017, 25, 1239-1251.	9.8	39
54	On improving the conditioning of extreme learning machine: A linear case. , 2009, , .		38

#	ARTICLE	IF	CITATIONS
55	A Comprehensive Survey on Coded Distributed Computing: Fundamentals, Challenges, and Networking Applications. IEEE Communications Surveys and Tutorials, 2021, 23, 1800-1837.	39.4	38
56	An energy-efficient and low-latency MAC protocol with Adaptive Scheduling for multi-hop wireless sensor networks. Computer Communications, 2010, 33, 1452-1461.	5.1	37
57	When Information Freshness Meets Service Latency in Federated Learning: A Task-Aware Incentive Scheme for Smart Industries. IEEE Transactions on Industrial Informatics, 2022, 18, 457-466.	11.3	36
58	An Affect-Rich Neural Conversational Model with Biased Attention and Weighted Cross-Entropy Loss. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 7492-7500.	4.9	34
59	PD-GAN: Adversarial Learning for Personalized Diversity-Promoting Recommendation. , 2019, , .		34
60	Challenges and Opportunities for Trust Management in Crowdsourcing. , 2012, , .		33
61	Unobtrusive Sensing Incremental Social Contexts Using Fuzzy Class Incremental Learning. , 2015, , .		32
62	Agent that models, reasons and makes decisions. Knowledge-Based Systems, 2002, 15, 203-211.	7.1	30
63	Curiosity. ACM Computing Surveys, 2013, 46, 1-26.	23.0	29
64	Filtering trust opinions through reinforcement learning. Decision Support Systems, 2014, 66, 102-113.	5.9	29
65	Learning to Find Topic Experts in Twitter via Different Relations. IEEE Transactions on Knowledge and Data Engineering, 2016, 28, 1764-1778.	5.7	29
66	Block-Level Unitary Query: Enabling Orthogonal-Like Space-Time Code With Query Diversity for MIMO Backscatter RFID. IEEE Transactions on Wireless Communications, 2016, 15, 1937-1949.	9.2	29
67	UAV-Assisted Communication Efficient Federated Learning in the Era of the Artificial Intelligence of Things. IEEE Network, 2021, 35, 188-195.	6.9	29
68	Learning Using Privileged Information for Food Recognition. , 2019, , .		29
69	Creating an Immersive Game World with Evolutionary Fuzzy Cognitive Maps. IEEE Computer Graphics and Applications, 2010, 30, 58-70.	1.2	26
70	AN INTEGRATED CLUSTERING&€BASED APPROACH TO FILTERING UNFAIR MULTI&€NOMINAL TESTIMONIES. Computational Intelligence, 2014, 30, 316-341.	3.2	26
71	Learning Personalized Itemset Mapping for Cross-Domain Recommendation. , 2020, , .		26
72	A Novel Distribution-Embedded Neural Network for Sensor-Based Activity Recognition. , 2019, , .		25

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73	A fuzzy neural network with fuzzy impact grades. Neurocomputing, 2009, 72, 3098-3122.	5.9	24
74	An Energy-Efficient Self-Adaptive Duty Cycle MAC Protocol for Traffic-Dynamic Wireless Sensor Networks. Wireless Personal Communications, 2013, 68, 1287-1315.	2.7	24
75	Algorithmic Management for Improving Collective Productivity in Crowdsourcing. Scientific Reports, 2017, 7, 12541.	3.3	24
76	Semi-Supervised Learning in Reconstructed Manifold Space for 3D Caricature Generation. Computer Graphics Forum, 2009, 28, 2104-2116.	3.0	22
77	Credibility: How Agents Can Handle Unfair Third-Party Testimonies in Computational Trust Models. IEEE Transactions on Knowledge and Data Engineering, 2010, 22, 1286-1298.	5.7	22
78	Distributed multi-task classification: a decentralized online learning approach. Machine Learning, 2018, 107, 727-747.	5.4	22
79	A goal-oriented development tool to automate the incorporation of intelligent agents into interactive digital media applications. Computers in Entertainment, 2008, 6, 1-15.	1.1	21
80	Contextualized Graph Attention Network for Recommendation with Item Knowledge Graph. IEEE Transactions on Knowledge and Data Engineering, 2021, , 1-1.	5.7	21
81	Trust-based agent community for collaborative recommendation. , 2006, , .		20
82	Using goal net to model user stories in agile software development. , 2014, , .		20
83	Author Name Disambiguation Using a New Categorical Distribution Similarity. Lecture Notes in Computer Science, 2012, , 569-584.	1.3	20
84	Goal oriented modeling for intelligent software agents. , 0, , .		19
85	Dynamic witness selection for trustworthy distributed cooperative sensing in cognitive radio networks. , 2011, , .		19
86	Modeling Curiosity-Related Emotions for Virtual Peer Learners. IEEE Computational Intelligence Magazine, 2013, 8, 50-62.	3.2	19
87	Studying task allocation decisions of novice agile teams with data from agile project management tools. , 2014, , .		19
88	The Effects of Familiarity Design on the Adoption of Wellness Games by the Elderly. , 2015, , .		19
89	WiHACS: Leveraging WiFi for human activity classification using OFDM subcarriers' correlation. , 2017, , .		19
90	Enhanced Extreme Learning Machine with stacked generalization. , 2008, , .		18

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91	A Coral Reef Algorithm Based on Learning Automata for the Coverage Control Problem of Heterogeneous Directional Sensor Networks. <i>Sensors</i> , 2015, 15, 30617-30635.	3.8	18
92	Enhancing Sequential Recommendation with Graph Contrastive Learning. , 2022, , .		18
93	Non-contact driver cardiac physiological monitoring using video data. , 2015, , .		17
94	Second-Order Online Active Learning and Its Applications. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2018, 30, 1338-1351.	5.7	17
95	HandGest: Hierarchical Sensing for Robust-in-the-Air Handwriting Recognition With Commodity WiFi Devices. <i>IEEE Internet of Things Journal</i> , 2022, 9, 19529-19544.	8.7	17
96	Goal-oriented Methodology for Agent System Development. , 0, , .		16
97	Learning to name faces. , 2013, , .		16
98	Diabetic Retinopathy Classification Using an Efficient Convolutional Neural Network. , 2019, , .		16
99	Design Perspectives for Learning in Virtual Worlds. , 2010, , 111-141.		16
100	A DYNAMIC INFERENCE MODEL FOR INTELLIGENT AGENTS. <i>International Journal of Software Engineering and Knowledge Engineering</i> , 2001, 11, 509-528.	0.8	15
101	Algorithms for Transitive Dependence-Based Coalition Formation. <i>IEEE Transactions on Industrial Informatics</i> , 2007, 3, 234-245.	11.3	15
102	A probabilistic fuzzy approach to modeling nonlinear systems. <i>Neurocomputing</i> , 2011, 74, 1008-1025.	5.9	15
103	A curious learning companion in Virtual Learning Environment. , 2012, , .		15
104	High-Dimensional Data Stream Classification via Sparse Online Learning. , 2014, , .		15
105	A dataset of human decision-making in teamwork management. <i>Scientific Data</i> , 2017, 4, 160127.	5.3	15
106	A systematic density-based clustering method using anchor points. <i>Neurocomputing</i> , 2020, 400, 352-370.	5.9	15
107	Goal-Oriented Methodology for Agent System Development. <i>IEICE Transactions on Information and Systems</i> , 2006, E89-D, 1413-1420.	0.7	15
108	Noise-resistant Deep Metric Learning with Ranking-based Instance Selection. , 2021, , .		15

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109	A Double Auction Mechanism for Resource Allocation in Coded Vehicular Edge Computing. IEEE Transactions on Vehicular Technology, 2022, 71, 1832-1845.	6.3	15
110	Agents as intelligent user interfaces for the net generation. , 2010, , .		14
111	Query Diversity Schemes for Backscatter RFID Communications With Single-Antenna Tags. IEEE Transactions on Vehicular Technology, 2017, 66, 6932-6941.	6.3	14
112	Research into Learning in an Intelligent Agent Augmented Multi-user Virtual Environment. , 2008, , .		13
113	Decision making of negotiation agents using markov chains. Multiagent and Grid Systems, 2008, 4, 5-23.	0.9	13
114	Trust-based web service selection in virtual communities. Web Intelligence and Agent Systems, 2011, 9, 227-238.	0.4	13
115	A social influence based trust model for recommender systems. Intelligent Data Analysis, 2017, 21, 263-277.	0.9	13
116	Zero-shot human activity recognition via nonlinear compatibility based method. , 2017, , .		13
117	Inferring Cognitive Wellness from Motor Patterns. IEEE Transactions on Knowledge and Data Engineering, 2018, 30, 2340-2353.	5.7	13
118	Online Active Learning with Expert Advice. ACM Transactions on Knowledge Discovery From Data, 2018, 12, 1-22.	3.5	13
119	Auxiliary Learning for Relation Extraction. IEEE Transactions on Emerging Topics in Computational Intelligence, 2022, 6, 182-191.	4.9	13
120	Resource Allocation in MU-OFDM Cognitive Radio Systems with Partial Channel State Information. Eurasip Journal on Wireless Communications and Networking, 2010, 2010, .	2.4	12
121	Folksonomy-Based Ontological User Interest Profile Modeling and Its Application in Personalized Search. Lecture Notes in Computer Science, 2010, , 34-46.	1.3	12
122	Context-Aware Personal Information Retrieval From Multiple Social Networks. IEEE Computational Intelligence Magazine, 2014, 9, 18-28.	3.2	12
123	Online Multimodal Co-indexing and Retrieval of Weakly Labeled Web Image Collections. , 2015, , .		12
124	An interpretable neural fuzzy inference system for predictions of underpricing in initial public offerings. Neurocomputing, 2018, 319, 102-117.	5.9	12
125	Stack-VS: Stacked Visual-Semantic Attention for Image Caption Generation. IEEE Access, 2020, 8, 154953-154965.	4.2	12
126	Interest Based Negotiation Automation. Lecture Notes in Computer Science, 2006, , 211-222.	1.3	12

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127	A modified ELM algorithm for single-hidden layer feedforward neural networks with linear nodes. , 2011, , .		11
128	PSDVec : A toolbox for incremental and scalable word embedding. Neurocomputing, 2017, 237, 405-409.	5.9	11
129	Saliency-aware adaptive resonance theory for large-scale sparse data clustering. Neural Networks, 2019, 120, 143-157.	5.9	11
130	Learning Hierarchical Review Graph Representations for Recommendation. IEEE Transactions on Knowledge and Data Engineering, 2021, , 1-1.	5.7	11
131	Negotiation Agents' Decision Making Using Markov Chains. Studies in Computational Intelligence, 2008, , 3-23.	0.9	11
132	Towards Age-friendly Exergame Design. , 2019, , .		11
133	A Generative Word Embedding Model and its Low Rank Positive Semidefinite Solution. , 2015, , .		11
134	Heterogeneous star graph attention network for product attributes prediction. Advanced Engineering Informatics, 2022, 51, 101447.	8.0	11
135	Fuzzy cognitive agents for personalized recommendation. , 0, , .		10
136	Intelligent Software Agent Design Tool Using Goal Net Methodology. , 2007, , .		10
137	Economically Inspired Self-healing Model for Multi-Agent Systems. , 2007, , .		10
138	Interactive 3D caricature generation based on double sampling. , 2009, , .		10
139	Fitness landscape analysis for resource allocation in multiuser OFDM based cognitive radio systems. Mobile Computing and Communications Review, 2009, 13, 26-36.	1.7	10
140	A Social Curiosity Inspired Recommendation Model to Improve Precision, Coverage and Diversity. , 2016, , .		10
141	EEG-Based Emotion Recognition via Fast and Robust Feature Smoothing. Lecture Notes in Computer Science, 2017, , 83-92.	1.3	10
142	Reputation-aware Hedonic Coalition Formation for Efficient Serverless Hierarchical Federated Learning. IEEE Transactions on Parallel and Distributed Systems, 2021, , 1-1.	5.6	10
143	Fuzzy cognitive agents in shared virtual worlds. , 2005, , .		9
144	Automating integration of manufacturing systems and services: a semantic Web services approach. , 2005, , .		9

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145	A fuzzy logic based Parkinson's Disease risk predictor. , 2014, , .		9
146	Incremental fuzzy clustering for document categorization. , 2014, , .		9
147	An Incentive Mechanism to Elicit Truthful Opinions for Crowdsourced Multiple Choice Consensus Tasks. , 2015, , .		9
148	Solving the initial value problem of discrete geodesics. CAD Computer Aided Design, 2016, 70, 144-152.	2.7	9
149	Robust human activity recognition using lesser number of wearable sensors. , 2017, , .		9
150	Autonomous Agents in Snake Game via Deep Reinforcement Learning. , 2018, , .		9
151	A Hybrid of Plot-Based and Character-Based Interactive Storytelling. , 2007, , 260-273.		9
152	Ethically Aligned Opportunistic Scheduling for Productive Laziness. , 2019, , .		9
153	Individual Judgments Versus Consensus. ACM Transactions on the Web, 2016, 10, 1-21.	2.5	9
154	Fuzzy cognitive goal net for interactive storytelling plot design. , 2006, , .		8
155	Probabilistic Fuzzy Cognitive Map. , 2006, , .		8
156	An energy-efficient MAC protocol with Adaptive Scheduling for wireless sensor networks. , 2009, , .		8
157	Internet of Things Based Data Driven Storytelling for Supporting Social Connections. , 2013, , .		8
158	SOAL: Second-Order Online Active Learning. , 2016, , .		8
159	Weakly-supervised sensor-based activity segmentation and recognition via learning from distributions. Artificial Intelligence, 2021, 292, 103429.	5.8	8
160	Goal autonomous agent architecture. , 0, , .		7
161	Agent Mediated Peer-to-Peer Mobile Service-Oriented Architecture. , 2007, , .		7
162	Context modeling with Evolutionary Fuzzy Cognitive Map in interactive storytelling. , 2008, , .		7

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163	ELM-Based Intelligent Resource Selection for Grid Scheduling. , 2009, , .		7
164	A Dempster-Shafer theory based witness trustworthiness model to cope with unfair ratings in e-marketplace. , 2012, , .		7
165	FANS. , 2013, , .		7
166	A novel density peak clustering algorithm based on squared residual error. , 2017, , .		7
167	Dynamic Generation of Internet of Things Organizational Structures Through Evolutionary Computing. IEEE Internet of Things Journal, 2018, 5, 943-954.	8.7	7
168	Artificial Intelligence Powered MOOCs: A Brief Survey. , 2018, , .		7
169	Activity Recognition in New Smart Home Environments. , 2018, , .		7
170	A Novel Narrative E-Writing Intervention for Parents of Children With Chronic Life-Threatening Illnesses: Protocol for a Pilot, Open-Label Randomized Controlled Trial. JMIR Research Protocols, 2020, 9, e17561.	1.0	7
171	Agent mediated autonomic service orchestration in grid environment. , 0, , .		6
172	Socializing Pedagogical Agents for Personalization in Virtual Learning Environments. , 2007, , .		6
173	Ubiquitous digital E-learning ecosystem. , 2008, , .		6
174	Temporal fuzzy cognitive maps. , 2008, , .		6
175	A game theory approach for self-coexistence analysis among IEEE 802.22 networks. , 2009, , .		6
176	Resource Allocation in a Cognitive Radio System with Imperfect Channel State Estimation. Journal of Electrical and Computer Engineering, 2010, 2010, 1-5.	0.9	6
177	Trust-aware resource allocation in a cognitive radio system. , 2012, , .		6
178	Accurate and Robust Moving-Object Segmentation for Telepresence Systems. ACM Transactions on Intelligent Systems and Technology, 2015, 6, 1-28.	4.5	6
179	Comparative study of machine learning algorithms for activity recognition with data sequence in home-like environment. , 2016, , .		6
180	A first step towards explained activity recognition with computational abstract argumentation. , 2016, , .		6

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181	Modeling uncertainty driven curiosity for social recommendation. , 2017, , .		6
182	Fun-Kneeâ„¢: A novel smart knee sleeve for Total-Knee-Replacement rehabilitation with gamification. , 2017, , .		6
183	Multi-Resident Activity Recognition with Unseen Classes in Smart Homes. , 2018, , .		6
184	Ping Pong: An Exergame for Cognitive Inhibition Training. International Journal of Human-Computer Interaction, 2021, 37, 1104-1115.	4.8	6
185	A Social Trust Model Considering Trusteesâ€™ Influence. Lecture Notes in Computer Science, 2014, , 357-364.	1.3	6
186	Brain-Inspired Search Engine Assistant Based on Knowledge Graph. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 4386-4400.	11.3	6
187	Semantic enhancement and ontology for interoperability of design information systems. , 2007, , .		5
188	Memetic algorithm for dynamic resource allocation in multiuser OFDM based Cognitive Radio systems. , 2008, , .		5
189	A survey of agent-oriented software engineering for service-oriented computing. International Journal of Web Engineering and Technology, 2008, 4, 367.	0.2	5
190	Enabling Goal Oriented Action Planning with Goal Net. , 2009, , .		5
191	Affective Teachable Agent in VLE: A Goal Oriented Approach. , 2011, , .		5
192	Automatic Sleep Arousal Detection Based on C-ELM. , 2015, , .		5
193	Towards Age-friendly E-commerce Through Crowd-Improved Speech Recognition, Multimodal Search, and Personalized Speech Feedback. , 2017, , .		5
194	Personalized Recommendation Considering Secondary Implicit Feedback. , 2018, , .		5
195	Incentive Mechanism Design for Mobile Data Rewards using Multi-Dimensional Contract. , 2020, , .		5
196	A New Design of Sliding Mode Control Systems. Lecture Notes in Control and Information Sciences, 2011, , 151-167.	1.0	5
197	Learning Relative Similarity from Data Streams. , 2015, , .		5
198	Incentive Mechanism Design for Federated Learning in the Internet of Vehicles. , 2020, , .		5

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199	Practices of Using Blockchain Technology in e-Learning. , 2021, , .		5
200	Federated Learning for Personalized Humor Recognition. ACM Transactions on Intelligent Systems and Technology, 2022, 13, 1-18.	4.5	5
201	A robust reputation system for the grid. , 2006, , .		4
202	A Goal-oriented Approach to Goal Selection and Action Selection. , 2006, , .		4
203	Transforming Learning through Agent Augmented Virtual World. , 2008, , .		4
204	Integrating human factors into nanotech sustainability assessment and communication. , 2010, , .		4
205	Active Crowdsourcing for Annotation. , 2015, , .		4
206	A coarse-to-fine feature selection method for accurate detection of cerebral small vessel disease. , 2016, , .		4
207	Elderly friendliness evaluation of mobile assistants. , 2017, , .		4
208	PdAssist: Objective and quantified symptom assessment of Parkinson's disease via smartphone. , 2017, , .		4
209	Fuzzy logic based assessment on the adaptive level of rehabilitation exergames for the elderly. , 2017, , .		4
210	Kernel-target alignment based non-linear metric learning. Neurocomputing, 2020, 411, 54-66.	5.9	4
211	Teachable Agents with Intrinsic Motivation. Lecture Notes in Computer Science, 2015, , 34-43.	1.3	4
212	Optimization of Multiple Related Negotiation through Multi-Negotiation Network. Lecture Notes in Computer Science, 2010, , 174-185.	1.3	4
213	A Coalition Formation Framework Based on Transitive Dependence. IEICE Transactions on Information and Systems, 2005, E88-D, 2672-2680.	0.7	4
214	The Effect of Familiarity on Older Adults's™ Engagement in Exergames. Lecture Notes in Computer Science, 2019, , 277-288.	1.3	4
215	Generating Persuasive Visual Storylines for Promotional Videos. , 2019, , .		4
216	Stochastic Coded Offloading Scheme for Unmanned-Aerial-Vehicle-Assisted Edge Computing. IEEE Internet of Things Journal, 2023, 10, 5626-5643.	8.7	4

#	ARTICLE	IF	CITATIONS
217	Learning Structural Representations for Recipe Generation and Food Retrieval. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, , 1-15.	13.9	4
218	Dynamic negotiations for grid services. , 0, , .		3
219	The Equivalence of Cognitive Map, Fuzzy Cognitive Map and Multi Value Fuzzy Cognitive Map. , 2006, , .		3
220	The Multi-Agent Data Collection in HLA-Based Simulation System. , 2007, , .		3
221	Motivated Learning for Goal Selection in Goal Nets. , 2010, , .		3
222	How Fast Can a BDI Agent Respond?.. , 2010, , .		3
223	Train Fuzzy Cognitive Maps by gradient residual algorithm. , 2011, , .		3
224	Human-Centred Design for Silver Assistants. , 2016, , .		3
225	Design Tradeoffs for Cloud-Based Ambient Assisted Living Systems. , 2017, , .		3
226	Towards Secure and Efficient Equality Conjunction Search over Outsourced Databases. IEEE Transactions on Cloud Computing, 2020, , 1-1.	4.4	3
227	A Multi-Agent Framework for Collaborative Reasoning. , 2002, , .		3
228	A Goal Oriented e-Learning Agent System. Lecture Notes in Computer Science, 2005, , 664-670.	1.3	3
229	Towards an Integrated Design of Digital Library and Virtual Museum in the Heritage Preservation of the Chinese "Qipao". Lecture Notes in Computer Science, 2012, , 342-343.	1.3	3
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